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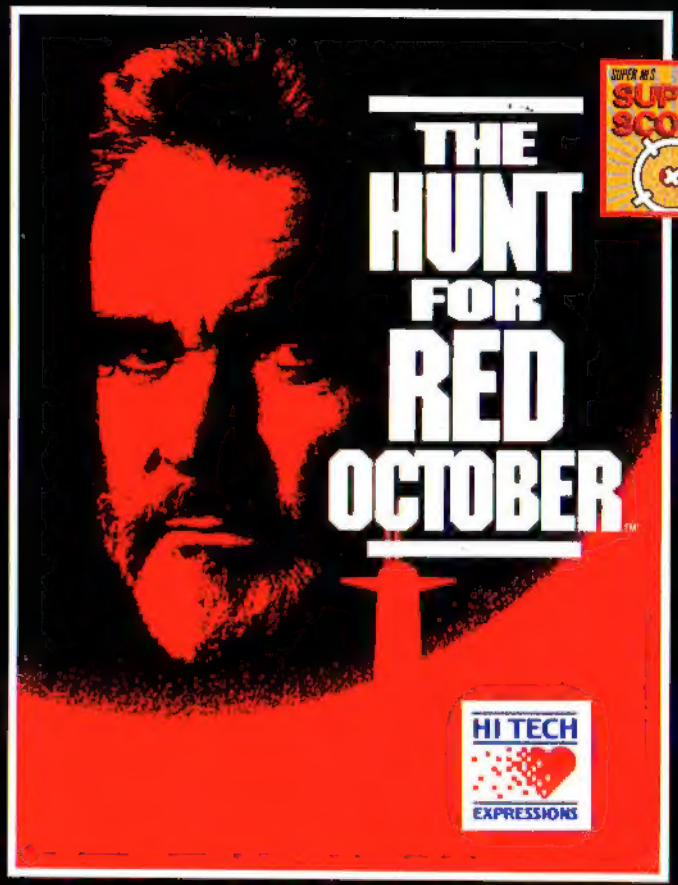

INSTRUCTION BOOKLET

SUPER NINTENDO ENTERTAINMENT SYSTEM

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Thank you for selecting The Hunt for Red October™ Game Pak for your Super Nintendo Entertainment System®.

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In November of 1984, shortly before Gorbachev came to power, a typhoon class sub surfaced just south of the Grand Banks.

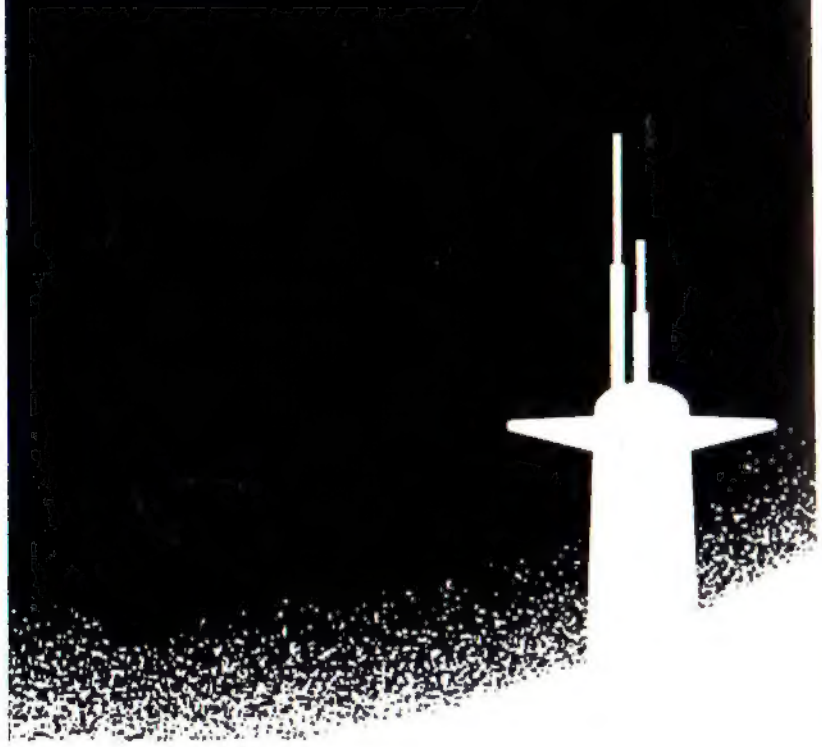
It then sank in deep water apparently suffering a radiation problem. Unconfirmed reports indicated that some of the crew were rescued.

But according to repeated statements by both the Soviet and American governments, nothing of what you are about to see...EVER HAPPENED...

GETTING STARTED

1. Make sure your Super NES™ is OFF.
2. Insert The Hunt For Red October game pak into your Super NES and turn the power on.
3. At the title screen press START.

THE RED OCTOBER 4
A WALKING TOUR

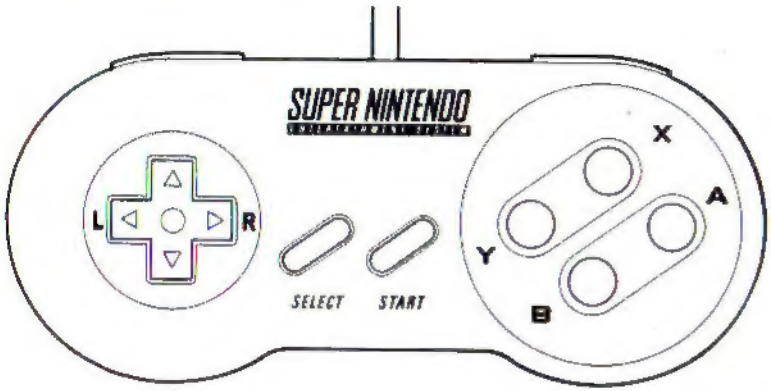


Your vessel, the Red October, is the most sophisticated submarine built to date by the Soviet Union, and for that matter, the United States as well. You must be intimately familiar with her array of weapons and equipment in order to be victorious over the forces pitted against you and accomplish your mission objectives.

WEAPONS LIST 5

- **Torpedoes:** These weapons fire straight out in front of the Red October destroying ships and mines in its path.
- **Surface to Air Missiles (SAMs):** This potent weapon fires straight up from the Red October's missile bays. Use them against boats and planes.
- **Surface to Surface Missiles (SSMs):** These missiles fire vertically, then make an arc to rain destruction on enemy ships and ground targets.
- **Bombs:** Bombs dropped from the Red October fall slowly to the bottom of the screen and are useful for hitting targets on the ocean floor.
- **Electronic Counter Measures (ECMs):** This is a device that is released from the Red October and floats out in front of the ship. This causes enemy ships and subs to cease firing for a short period of time.
- **Cavitation Drive:** When this system is activated, the Red October will move super silently, throwing off almost no noise. This prevents enemy ships from accurately tracking the Red October.

Side Scroll Mode



Control Pad Moves Red October up, down, forward and backward.

Y Button Fires Torpedoes.

B Button Drops Bombs.

A Button Launches Surface to Surface Missiles (SSMs).

X Button Launches Surface to Air Missiles (SAMs).

R Scroll Button Press and hold for Cavitation Drive.

L Scroll Button Reverse direction.

SELECT Launches Electronic Counter Measures (ECMs).

Periscope Mode (Super Scope Enabled)

Certain missions will have one or more periscope icons. To enter periscope mode look for the periscope icons and move the Red October into the icon. The Red October will then surface and you will be asked to check your aim. After you calibrate the scope the action will start. Target the enemy ships and planes using the Super Scope. Fire missiles by pressing the FIRE button. When all the ships and planes have been destroyed or have escaped, there will be a tally screen showing missles fired, enemies hit and an overall rating. Depending on how well you do, you will be partially repaired before returning to the side-scroll mode.

- *If you are using the Super NES controller, use the control pad to move the crosshairs. Press any button to fire missiles.*

THE MAP ROOM

After you select START, the map room will appear with a map displaying the world. The game is divided into three theatres of operation plus two missions in Russia. When you start a new game only one mission, The Defection, is accessible. When you have successfully completed this mission the two missions in the Caribbean Theatre will become accessible. You can play these missions in any order you wish but only after both are completed will the next theatre of operations become active. To choose a mission use the control pad to highlight the mission icon you desire. The mission objective will be displayed at the bottom of the screen. When you have read the mission objective you can press start to begin the mission. When a mission is completed the icon on the map will change to a medal.

The status panel has two functions. One is to keep track of how many weapons you have. The other is to inform you of any damage you have taken. In the center of the panel there is a diagram of the Red October and a percentage readout of damage. There are six sections, three top and three bottom, which can be damaged. Damage is incurred by colliding with any obstacle or enemy or allowing an enemy weapon to hit you. As you are damaged, yellow caution points are placed on the diagram. If you are hit again the yellow caution will turn into a red alert. When all six sections are red you will be destroyed. You can repair damage by docking with the yellow repair/rearm drones. Remember, there is only one Red October and if she is destroyed the game is over, so pay careful attention to this display.

MISSION I: The Defection

You are Soviet Captain Marko Ramius. The year is 1984. Disillusioned with your homeland and its government, you have decided to take your prototype submarine, the Red October, and defect to the United States.

The Red October is the most advanced submarine ever designed, equipped with the super silent cavitation drive, which makes it virtually impossible for other submarines to track. It was made to be the flagship of the new Soviet submarine fleet, so the Russians will not let you make off with it easily. You must guide Red October through a gauntlet of Soviet submarines in order to reach the safety

of a U.S. convoy sent to receive you. You will be vastly outnumbered, but the Soviets built Red October well; maybe too well...

Maneuver the Red October over the ocean floor. Shoot down all opposition using torpedoes and missiles. Be careful of mines and depth charges as you avoid enemy subs and torpedoes.

THEATRE I: The Caribbean

Mission: Illegal Arms Merchants
Arms merchants are operating an illegal gun trade from an island stronghold. Destroy their base of operations and all support ships and planes.

Mission: Escort Ocean Liner
A world conference on economics is being held on board the cruise ship "Atlantic Queen". Escort the liner and its world leaders safely to their destination. You are cleared to fire on any and all aggressors.

THEATRE II: The North Pacific

Mission - Terrorists Weapons Plant
A band of world terrorists has pooled resources and established a base of operations, within the Arctic Circle, which includes a facility to produce weapons grade Plutonium. Locate and neutralize facility before plant goes on-line.

Mission: Defend Oil Platforms
Defend offshore drilling platforms, located in the Bering Strait, that have been targeted by saboteurs.

Mission - Underwater Research Facility
Enemy biological weapons plant has been discovered. This underwater fortress is in violation of international treaty and must be destroyed.

THEATRE III: The Mediterranean

Mission: Neutralize Enemy Destroyer
A mercenary army has hijacked a high tech destroyer. Locate and destroy all of their offensive capability. A high degree of undersea volcanic activity has been detected in the region.

Mission: Onshore Gun Batteries
A terrorist nation's coastal gun installation has placed regional fleets in jeopardy. Neutralize any and all hostile forces.

FINAL MISSION
Return to the USSR

Your final assignment is to return to your homeland. Democratic factions are planning to overthrow the Communist Party. You must use all of your skill to return home and provide the necessary support to aid the coup attempt and end the eighty years of communist rule. Good Luck!

90-DAY LIMITED WARRANTY

Hi Tech Expressions™ warrants to the original consumer purchaser that Game Pak including Game Pak accessories shall be free from defects in material and workmanship for a period of 90 days from date of purchase.

To receive this warranty:

1. Do NOT return your defective Game Pak to the retailer.
2. Notify the Hi Tech Expressions Customer Service Department of the problem requiring warranty service by calling 1-212-941-1224. Our Customer Service Department is in operation from 9:00 a.m. to 5:00 p.m. Eastern Time, Monday through Thursday and 2:00 p.m. to 5:00 p.m. ET on Fridays.
3. If the Hi Tech Expressions service representative is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside of the packaging of your defective PAK FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales slip or similar proof-of-purchase and a brief description of your problem within the 90-day warranty period to:

HI TECH EXPRESSIONS
Attn: Customer Service Department
584 Broadway
New York, NY 10012

If our technician determines that the Game Pak is defective, we will replace it or refund your purchase price at our option.

WARRANTY LIMITATIONS

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the condition set forth herein. In no event shall Hi Tech Expressions be liable for consequential or incidential damages resulting from the breach of any express or implied warranties.